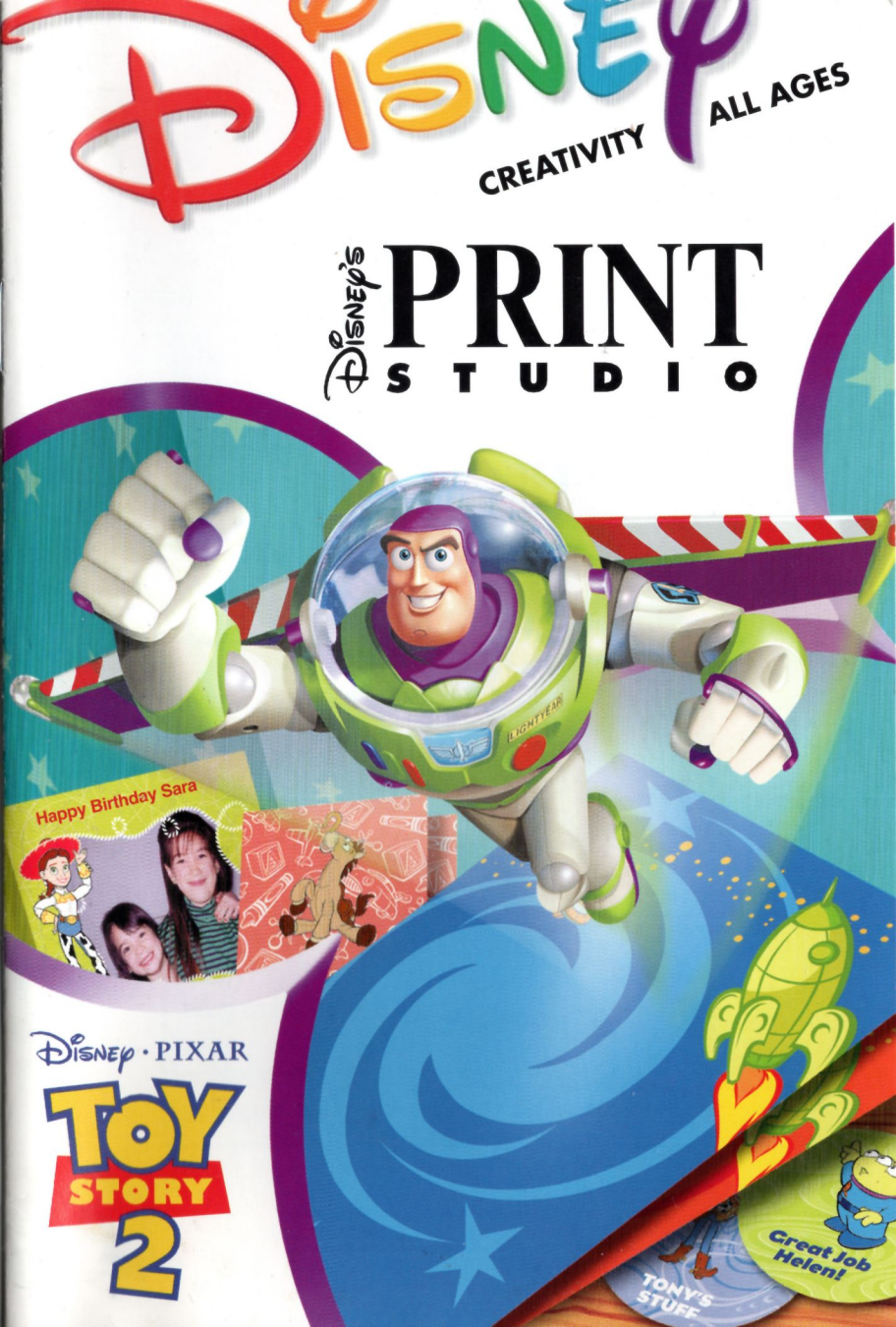

Disney
CREATIVITY ALL AGES
Disney's PRINT STUDIO
Happy Birthday Sara
Disney · PIXAR
TOY STORY 2
Great Job Helen!
TONY'S STUFF

EPILEPSY WARNING

You or your child should read this notice before use of this software product.

Certain people are susceptible to epilepsy fits or suffer loss of consciousness when in contact with certain types of blinking lights or phenomena frequently present in our daily environment. These persons expose themselves to the risk of an attack when they view certain televised images or when they play certain software products. These phenomena may appear even if the person has no prior medical history or has never had an epileptic fit. If you or a member of your family have experience symptoms linked to epilepsy or loss of consciousness in the presence of light stimulations, please consult your doctor before any use. We advise parents to be attentive while their children are playing the software product. If you or your child should display any of the following symptoms: dizziness, sight problems, eye or muscle contractions, loss of consciousness, difficulty in finding your bearings or involuntary movements or convulsions, you should stop playing the game immediately and consult a doctor.

General precautions to be taken when using a software product:

- Avoid playing if you are tired or suffering from lack of sleep.
- Be sure that the room in which you are playing is well-lit.
- During use, take a break of ten to fifteen minutes every hour.

Additional precautions to be taken when using a video game:

- When playing a software product which is connected to a screen, stay at a sufficient distance from the screen and as far away as the connection cable can reach.
- If possible, use your software product on a small screen.

MINIMUM SYSTEM REQUIREMENTS

- Pentium™ class processor, 133MHz or faster
- Microsoft® Windows® 95 or later
- 16MB RAM
- 55MB free hard disk space
- 800 x 600, 16-bit colour video display
- Quad-speed (4X) CD-ROM drive or faster
- Standard AT-101 keyboard
- Microsoft-compatible mouse
- 8-bit DirectX-compatible sound card (optional)
- Windows compatible colour printer (recommended)

Microsoft Windows 2000 Disclaimer:
Although this product is designed for use with Microsoft Windows 95 and above, Disney Interactive cannot guarantee its compatibility with Microsoft Windows 2000. This product will install on systems using Microsoft Windows 2000, but it has not yet been thoroughly tested and certified with the new Microsoft Operating System.

INSTALLING

Exit all other programs and applications when installing *Disney/Pixar's Print Studio, Toy Story 2*. Also exit any active screen savers, utility programs, anti-virus programs, or shell programs to ensure that these programs will not interfere with installation. When all other programs have been closed, insert the CD-ROM in the CD-ROM drive.

If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear when the CD-ROM is inserted in the CD-ROM drive. Click on **Install** and then follow the on-screen prompts to complete the installation. If the introduction screen does not appear, proceed as follows:

1. From the Taskbar, click on **Start** and select **Settings**. From the Settings sub-menu, click on **Control Panel** to open the Control Panel window.
2. In the Control Panel window, double-click on the **Add/Remove Programs** icon.
3. From the Install/Uninstall tab, click on **Install** to begin the installation.
4. Follow the on-screen instructions to complete the installation.

STARTING THE PROGRAM

Insert the *Disney/Pixar's Print Studio, Toy Story 2* CD-ROM in the CD-ROM drive. If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear when the CD-ROM is inserted in the CD-ROM drive. Click on **Play** to start. If the introduction screen does not appear, follow these steps:

1. From the Taskbar, click on **Start** and select **Programs**.
2. From the Programs sub-menu, select **Disney Interactive**, point to the folder called **Disney/Pixar's Print Studio, Toy Story 2** and click on the **Print Studio** icon.

UNINSTALLING

From the Taskbar, click on the **Start** button and point to **Programs**. From the Programs sub-menu, select **Disney Interactive**, point to the folder called **Disney/Pixar's Print Studio, Toy Story 2** and click on the **Uninstall Disney/Pixar's Print Studio, Toy Story 2** program icon. Follow the on-screen instructions to complete the uninstall process.

HOW TO USE DISNEY/PIXAR'S PRINT STUDIO, TOY STORY 2

After starting, you'll see the introduction animation, then the product logo screen. To skip this introduction,click the mouse or hit the space bar on your keyboard.

Selecting a Project

Upon completion of the introduction, the Project Category dialog box automatically opens revealing 21 project categories. Select a project category by clicking on the corresponding icon. If the category offers more than one project, the **Project Selection** dialog box will appear revealing the project choices. Select a project by clicking on the corresponding icon. If you have selected a project category with only one project available, that project will be selected when you click on the project category icon.

Available Project Categories :

- Banner
- Bookmarks
- Calendar
- Certificate
- Colouring Page
- Door Hanger
- E-Mail Project
- Envelope
- Greeting Card/Invitation
- Growth Chart
- Labels
- Letterhead
- Name Tags
- Note Pad
- Photo Frame
- Place Mat
- Postcards
- Poster
- Scrapbook Page
- Stickers
- Trading Cards

Selecting Paper, Layouts and Ready-Mades

Once you have selected a project, a dialog box will show the paper types and layouts available for that project. You can either select a blank layout or a Ready-Made. Ready-Mades are layouts that have been designed by Disney artists to demonstrate the design possibilities for your projects. You can print the Ready-Mades, or use them as starting points for your own designs. If you want to start your design from scratch, you can select the "blank" layout. The paper selection area allows you to choose from a variety of special papers that can be used to create stickers, greeting cards and other fun printing projects. If you want to try out your designs without printing on special paper, you can select "Regular Paper."

DESIGNING A PROJECT

After you have selected a layout and a paper type, you are ready to design your project.

Adding Images to Your Projects

The Project Design Bar is on the left-hand side of your design screen; this is where your buttons are located that allow you to select the characters, props, background patterns, borders, text, or photos. To add an image to your project, click on the button that corresponds to that type of image. Once you click on the image button, a list of all images will pop up as a scrollable menu. To use an image, click on it. The image then attaches to your cursor, and you can move the image wherever you'd like on the design area. Click again to drop it. When the image is placed/dropped, it remains selected for editing.

Project Design Bar

HINT/SIDEBAR:

When you roll your mouse over any button, rollover text appears to explain that button's action when clicked.

Adding Text

To add a text box, click on the **Text Button**; then click once on the thumbnail image for the desired type of text box, either calendar grid or text. The text box thumbnail then replaces/hides the cursor. Now move the text thumbnail where you would like it on the design area, and click again to drop it. When the text thumbnail is dropped, a text box will be created at that location. The text box will be created at a standard size, and it will automatically appear selected causing the text edit pop-up box to appear.

Adding Photos or Image Files

See Importing and Editing Photos and Image Files section.

HINTS/SIDEBAR:

1. Once the maximum number of one type of image is reached in the design area, a "can't do" sound effect is heard if the same image type is selected again.
2. A Border or Photo Frame are drawn in bright default colours when a pattern is not selected.
3. If you drop an image on the interface outside of the design area, the image disappears without being added to the design and the cursor returns to normal.

Modifying Images

Selecting and Modifying Images

You can select an image for editing by simply clicking on the image in the design area. Once the image is selected, it jumps to the top layer, and its bounding box appears along with the appropriate tool bars and handles, allowing you to manipulate the image in various ways. Image manipulation options change depending on the type of image.

Moving Images

You can move images to any location in the design area. The arrow cursor changes to an open hand when it moves over a selected image. The cursor changes to a pointing finger when it moves over an image that is not selected. When the image has been clicked and grabbed for movement, the cursor becomes a closed hand.

When you release the mouse button, the image is dropped in its new location; the cursor returns to an open hand if still selected or the pointing finger if not selected.

Deleting Images

Delete

An image is deleted by selecting it and pressing the **delete** key, or selecting and pressing the **delete** icon on the **Edit Tool Bar**.

Replacing Text Boxes

Text boxes cannot replace existing text boxes. To replace text, either use the text editing tools (highlight sections, delete) or delete the entire box using the delete button and then create a new one.

Scaling an Image

There are four scale handles, one at each corner of a scale-enabled image's bounding box. You can scale a selected image using one of these handles. Simply click and hold on a handle, and by moving the mouse the image will increase or decrease in size. When you have found the size you like, release the mouse and the image appears in the design area at the re-scaled size.

Layering Images

Layer Up

Selecting an image automatically brings it to the front in the design area and changes its layer. To move an image up a layer, select the image and press the **layer up** button on the Edit Tool Bar.

Layer Down

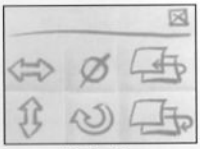
To move an image down a layer, select the image and press the **layer down** button on the Edit Tool Bar.

DESIGN SCREEN TOOLS

Edit Tool Bars

Edit Tool Bars appear when an image is selected. The functions available on the Edit Tool Bars vary, depending on the type of image selected. The functions available on the Edit Tool Bars for the various image types are as follows:

Edit Tool Bar



Edit Tool Bar

Click here to flip the image horizontally.

Click here to flip the image vertically.

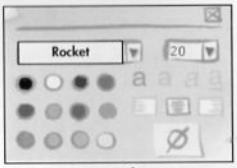
Click here to delete the image.

Click here to rotate the image.

Click here to bring an image one layer forward.

Click here to move an image one layer back.

Text/Calendar Tool Bar



Text Tool Bar

Click here to delete the text box.

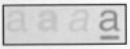
Click here to bring an image one layer forward.

Click here to move an image one layer back.

Font Pull-down Menu

To change the font, click on the button on the right side of the Font pull-down menu and scroll through the available fonts. *Disney/Pixar's Print Studio, Toy Story 2* includes a special new font: (Rocket). You can also choose from the TrueType fonts available on your computer. (For complete details on the TrueType fonts available on your system, see your Microsoft Windows documentation). To change the font size, click on the button on the right side of the **Font Size pull-down menu** and scroll through the available font sizes.

Font Style

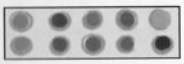


Click here to change the font style.

Text Alignment

Click here to change the text alignment.

Text Colour

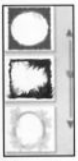


Click here to change the text colour.

Importing and Editing Photos and Image Files

To edit or import photos or other image files, click on the **Photo Image Button** and select a photo, then click on the **small camera tab** to the right of the thumbnail image. This will bring up the **Photo Edit Window**.

Photo Frames



Click on a thumbnail image in the scrolling list on the left to select a Photo Frame. You can use this frame to crop the photo image, and to add another thematic element to your design. Photo Frames will automatically change to match the colour of the patterns, just like borders.

Importing Photos

Click the **camera** icon at the top of the **Photo Edit Window** to import a new photo from your scanner, digital camera or other TWAIN device.

Click on the **file folder** icon at the top of the **Photo Edit Window** to import a new image file from a disk drive on your computer.

Disney/Pixar's Print Studio, Toy Story 2 supports bitmap and jpeg file formats only. Only supported files with the appropriate extension (*.bmp, *.jpg) will appear in the dialog box. If you single-click on one of the file names shown in the dialog box, a thumbnail of the selected file will appear. This allows you to preview the image before a selection is made. Once you have found the image file you would like to import, double-click on the filename to open it, or use the **Open** button in the dialog box. Once an image file is opened, it will appear in the edit area in the **Photo Edit Box**.

Editing Images

Once you have imported a photo or image file, if you wish to adjust or reposition the photo, just click and drag it to a new position. Within the Photo Edit Window you can:

Click here to flip the image horizontally.

Click here to flip the image vertically.

Click here to rotate the image.

Click on these arrows to adjust the brightness.

Click on these arrows to adjust the contrast.

Click on these arrows to reduce or enlarge your image.

Click here when you are done editing.

When you leave the Photo Edit Window and return to the design screen your modifications will be saved. From the Image Tool bar, with photo frames selected, you can place your image into the design area.

DESIGN AREA TOOLS

Switching Between the Items on a Page

Many paper stocks include multiple objects, or items, that can be removed/used independently from one another. For example, a page of Big Round sticker stock has 9 stickers on it, meaning it has 9 items. The **Next/Previous** buttons will appear when the project contains more than one printable item per page. Clicking on the **Previous** button shows the previous item in the design area and makes it available for editing. Clicking on the **Next** button shows the next item in the design area and makes it available for editing.

Click here to switch between the items on a page.

Switching Between the Faces of an Item

An item may have more than one area, or face, that can be designed. For example, a fold greeting card would have two faces: a cover and an inside. Every item has at least one face.

Click here to switch between the faces of an item.

The face buttons alternate between the different faces of items with more than one face. If the first face of an item is displayed when this button is clicked, the next face of the item will appear with all of the assets in place.

Zoom

Each print project supports two zoom levels. When a plus sign is showing on the zoom icon, you can click it to zoom in. When a minus sign is showing on the zoom icon, you can click it to zoom out.

Click here to zoom.

Undo

Click here to undo the last change you made to your project.

Warning: The **Undo** button will only undo your last action.

Erase All Items on the Face

Click here to erase all the items on the current face.

PRINTING A PROJECT

Before printing, be sure you have selected your preferred printer as your default printer. For complete details on properly setting up your printer for use with Windows programs, please refer to your Microsoft Windows documentation.

1. Make sure the printer is hooked up to your computer. Turn on the printer and check that it is on-line.

2. Click Print on the Design screen.

3. Some projects require additional information before printing. If additional information, such as two side printing, is required, a dialog box will appear, prompting with instructions.

DISNEY/PIXAR'S PRINT STUDIO, TOY STORY 2 PROJECTS

You can create the following exciting home print projects with *Disney/Pixar's Print Studio, Toy Story 2* CD-ROM. All projects can be printed on regular paper and cut with scissors where necessary.

Banner

You can print a banner spanning multiple pages. Note that the bigger your banner is, the longer the print time will be. You can use single paper sheets that can be cut and taped together after printing. Please refer to your printer's manual for more details.

Bookmarks

The Bookmark project allows you to design 3 bookmarks on each page. You can print on regular paper and then cut them out with scissors. Select from one of the Ready-Mades, or design your own!

Calendar

This project lets you choose from a number of Ready-Made layouts for a calendar. The Calendar project lets you print any month, but will default to the current month. When you select the Calendar project, a menu will pop-up allowing you to select the month and year you want. You can change the font style and colours by selecting either the month and year text box and then clicking on the appropriate buttons on the Font tab.

Certificate

Certificates can be used to present to your friends as a special award or recognition. Select one of the Ready-Made layouts and enter your name in the text field, then print, or design your own.

Colouring Page

This project prints a character outline that can be used for colouring. Select a horizontal or a vertical pageformat, then choose from one of the Ready-Mades or make your own. The image will print in black and white line art.

Door Hanger

This project can be cut out and hung on a door knob. Select a character image, pattern, and add your own text, then hit the **Face** button to switch to the backside. The hanger will be printed out onto one sheet ofpaper. Fold it in half and stick it together to create a two sided door hanger.

E-Mail Project

When you choose an e-mail project you can create your own poster layout or modify one of the Ready-Made layouts and the project is saved to your desktop as a JPEG file, then you can attach it to an e-mail in any e-mail program you choose. Rather than seeing a print button you will see an envelope. Click on this to export the e-mail project to your desktop.

Envelope

You can print an image, a return address, and a recipient's address on any envelope. Select the paper type desired for the envelope, modify the envelope layout, and print.

Greeting Cards and Invitations

This category gives you the option of creating designs for a variety of greeting cards/invitations. A card icon at the bottom of the Design Screen indicates whether you are working on the inside or the outside of the Greeting Card/Invitation. Outside is the default option when you first begin your Greeting Card/Invitation design. When printing is complete, fold the Greeting Card/Invitation into either halves or quarters, depending on your selected paper stock. In some cases, like half-fold greeting cards/invitations, you may have to feed the paper through your printer two times, once for each side.

Growth Chart

The Growth Chart project is a fun way to record the history of a child's growth. Depending on the type of printer you have, you may have the option of printing your Growth Chart using continuous-feed banner paper or using single paper sheets that can be cut and taped together after printing. Please refer to your printer's manual for more details on your paper options.

NOTE: Hang the Growth Chart so that the 5 foot mark is 5 feet above the floor for an accurate measurement.

Labels

Labels can be used for addressing an envelope, labeling a file folder, or any other creative use you can come up with!

Letterhead

Design your own 8.5" x 11" stationery for use in hand writing or typing letters to your friends.

Name Tags

Name Tags can be used to identify your guests at a large party!

Notepad

Choose from several Ready-Made layouts for Notepads. The Notepad project prints two identical notepad pages per 8.5" x 11" sheet. Use scissors to cut the page in half.

Photo Frame

This project was designed to highlight photo files. To add more photos, see the previous information under "Importing Photos." If you do not have access to photo files, you can print your frame, cut out the center area and then insert a photo print into the frame.

Place Mat

The Place Mat project prints horizontally on the page. This project has a default image to which you add your designs by selecting characters, props, photos, patterns, and text.

Postcards

This project prints two or four postcards per page. You can print on both the front and back. You'll need to put your paper through the printer twice.

Note: Regular paper may not be stiff enough to satisfy postal regulations.

Poster

This project lets you print an 8.5" x 11" poster. You can also print larger posters that are 2x1, 2x2, and 3x3 pages.

Scrapbook Page

This project is designed as a place to create scrapbooks of vacations and adventures that you have experienced. Import your photos and place the photo frames to create your very own scrapbook.

Stickers

Once you select the Sticker project, use the paper dialogue box to select the type of sticker paper you would like to print on. You can choose between Big Round, Small Round, Rectangle, and Square paper stock before entering the Design Screen. You can customise each sticker with a different design.

Trading Cards

This project allows you to print trading cards to trade with all of your friends. Use scissors to cut them out.

SAVING AND OPENING A PROJECT

Saving a Project

1. From the Design Screen, click on the **Save** button (the button with the arrow going into the floppy disk). The "Save As" window appears.

2. Enter a name for your project (up to eight characters) and then click on **OK**. You do not need to enter a file extension (a file extension is the dot and three characters at the end of a PC file name), because the program automatically assigns the file extensions.

Files are saved in the PROJECTS sub-directory within the **Disney/Pixar's Print Studio, Toy Story 2** program folder on your hard drive. If you want to save the file to a different directory or drive, use the **Directories** or **Save In** field in the **Save As** window to change the file's location.

Opening a Saved Project

1. Click on the **Open** button (the button with the arrow coming out of the floppy disk) on the Design Screen.

2. Highlight the saved file name and click on **OK**. If you want to open a file from a different directory or drive, use the Directories or Drives field in the Open window to locate it.For other maintenance questions, such as deleting, renaming or moving files, please refer to your Microsoft Windows documentation.

EXITING

To exit *Disney/Pixar's Print Studio, Toy Story 2* click the **Exit** button (the exit door) from the Design Screen. If you're currently working on a project you will be prompted to save, do so before exiting.

TROUBLESHOOTING

Please check the **Parents' Help File** for the latest troubleshooting information.

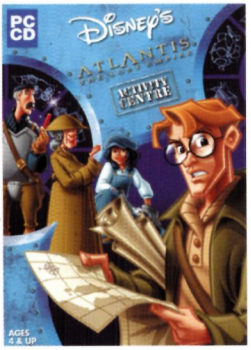
CUSTOMER SUPPORT

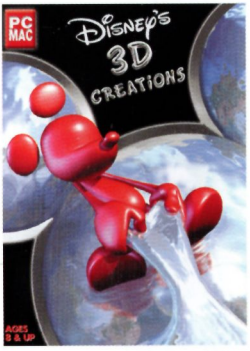
We are committed to bringing you the best software possible. If your computer system is not running the Disney/Pixar's Toy Story 2 Print Studio, CD-Rom properly, refer to the Toy Story 2 Print Studio Help File for information about optimal programme performance. If for any reason you require technical support, please call customer support on the following number - 0870 2402219.

This service is available Monday to Thursday, 9.00am to 6.00pm and Friday, 9.00am to 4.30pm.

Original Toy Story Elements © Disney. Toy Story 2 Elements © Disney/Pixar. All rights reserved.
Mr. Potato Head® is a registered trademark of Hasbro, Inc. Used with permission. © Hasbro, Inc. All rights reserved.
Slinky® Dog © James Industries.
Published by Disney Interactive, 500 South Buena Vista Street, Burbank, CA 91521
Microsoft and Windows are registered trademarks of Microsoft Corporation in the U.S. and other countries.
TrueType is a registered trademark of Apple Computer, Inc. All other products and/or company names are trademarks of their respective holders.
For photo credits, see Parents' Help File on CD-ROM.

LOOK OUT FOR THESE OTHER GREAT TITLES FROM DISNEY INTERACTIVE!





PROOF OF PURCHASE

DISNEY PIXAR TOY STORY 2 PRINT STUDIO

Please look inside this User's Manual for further information.

©2001 Disney. All rights reserved.
UK TS2 PS 08

Disney INTERACTIVE